Buildings

\_

\* The open-air features (besides those where potentially dangerous spells are practiced) may be privy to random events as well- especially Rosey who will want pets while most the other students are indoors at the same time.

Mage’s Armoire

* A large specialty shop located on the edge of campus along the Magelight Road
* They sell (and buy I guess) various arcane focuses, spell components, and paper
* Run by an older gold and brass dragonborn that smokes a pipe that emits various shapes

Random Events

* The players encounter one of the several animals that roam campus. They’re quite a common sight.
  + Rosey- a chinook dog considered to be the school dog. Prof. Augustus is most often the one she turns to for food and sleep at night. She’s very sweet and loves attention from all the students.
  + One or a number of the family of warthogs that like to wander the campus. Their names are Rumble, Fumble, Tumble, & Jumble. They like to go to the food carts for snacks and to Donna’s at night for dinner scraps. Some of the 3rd-4th year students might be seen petting them- mostly in the form of belly rubs.
  + A tressym that’s more elusive in nature- mostly of the other roaming beasts but also most students. Most often he’s seen on the rooftops of the many buildings on campus- watching the students below with judging eyes. If none of the other animals are around, he will rarely snuggle up to the leg of a person it perceives as good-hearted and believes will treat him respectfully. His name is Ferdinand- though most students don’t know that it’s the name he gave himself. One of the professors asked it some time ago and passed the fact around campus. He’s never anywhere near the Fudacker’s cart.
* The calls of the local indri (lemurs) fill the surrounding area. Stories of the young fey spirits linger from those who rejoice in scaring the new students that don’t know any better.